

English Instructions

FOR THE
AMIGA



Vikings

Fields of Conquest



Kingdoms of England II





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Vikings Fields of Conquest Kingdoms of England II

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INTRODUCTION

Eric gripped tightly to the long dragon's neck that stretched out from the bow of his galley. The campfires that burned on the distant shore burned even brighter in his eyes. Behind him, twenty oars churned the sea in unison, pushing them onward.

"The other ships have signalled, Eric. They are following us in".

Eric turned to his Swordmaster, Bjorn and asked "Have you seen Olaf's ship yet?"

"Not yet, Winterson". The ageing swordmaster had always called him that because of his bright white hair. Recently the name had been catching on. "But he'll be joining us soon. His ship was the strongest of all of ours, no storm could have sunk it".

Bjorn joined Eric at the bow and stared at the lights that they fast approached.

"It's a village, a good sized one at that" Eric said.

"Norman or Saxon?"

"Norman. They are the conquerors. Should be a good fight!"

Eric laughed. It didn't matter to him who they fought. The Norman Lords have spilled the blood of a hundred sons to keep what they've taken. And the Saxon Lords have spilt even more blood trying to take back what they've lost. Neither would lay down their swords easily.

This was the perfect time for the Norseman to strike! With William dead and gone, the Norman's were without a leader. They fought among themselves almost as much as with the Saxons. And the Saxons had been without a leader since the Pendragon line was lost. Nothing could stand against the Norseman now. The longships of a dozen Viking Clans were following Wintersons to finally take the islands that their father and forefathers had been raiding for so long.

"Fetch me the spear" Eric commanded, but the ceremonial spear was in his hand before he even finished the order. Bjorn was smiling as Eric turned to him in surprise. Bjorn had thrown many spears in his earlier days, but this was Eric's first. It was lighter and much too slender to be used in combat, but that wasn't it's purpose. Runes covered every square inch of it's surface, dedicating the souls of all whom it passed over to the pleasure of Odin.

Eric could hear the waves breaking against the shore now.

"Alert the men Bjorn, Ran will claim our souls if we don't take the beach quickly!"

Eric thought about taking down their small mainsail, but the mast could be replaced if it broke. And Eric wanted to take full advantage of the wind that Frigg had graciously given them.

Suddenly, drifting in the wind, came the sound of a horn. The alert was given. They had been spotted, but Eric laughed, the note cracked and then fell silent. Slowly, Eric rose his own horn, breathed in a deep breath, and blew a piercing, perfectly clear tone that seemed to hang in the air forever.

A fierce war cry erupted from his men and fifty swords were raised high as the long ship rode up on the shore. With a massive heave, Eric let loose the ceremonial spear to fly above the defenders and into the village beyond.

"BY ODIN, THE LAND WILL BE OURS!" He cried.

And this time they wouldn't leave.

Scanned

by

Thalio

LOADING YOUR GAME

Switch your Amiga on and insert the game disk. After one minute you will see the title screen. Hit any key to skip this and the game set-up screen will be loaded.

BACKGROUND

VIKINGS, FIELDS OF CONQUEST is a strategy game for 1 to 6 players, any or all of which can be controlled by the computer. Each player assumes the role of a lord in control of a kingdom and its armies in an attempt to become the king of England and its surrounding lands.

Vikings is based in part on the history of medieval England and a slight modification ... the Vikings were victorious in their conquest of Scotland and the northern isles and are slowly conquering all of England and Ireland!

GAME OBJECTIVES

Your objective is to use your strategic skill to take over the required number of territories or eliminate all other kingdoms and be proclaimed King of England. This is accomplished by raising armies and building castles and ports in strategically important areas. In order to wage war you will need to acquire raw materials and raise taxes from the territories you control.

LEARNING TO PLAY VIKINGS

The best way to learn to play Vikings is to load the game and go through the tutorial. This will give you a basic understanding of the game and some of the elementary strategies. You can then use the reference section of this rules booklet when you need to know the details of the game system. If no interaction by the player takes place after loading, the game will enter demo mode. To exit press the N key to play the game.

THE VIKINGS TUTORIAL

STEP ONE; STARTING THE GAME

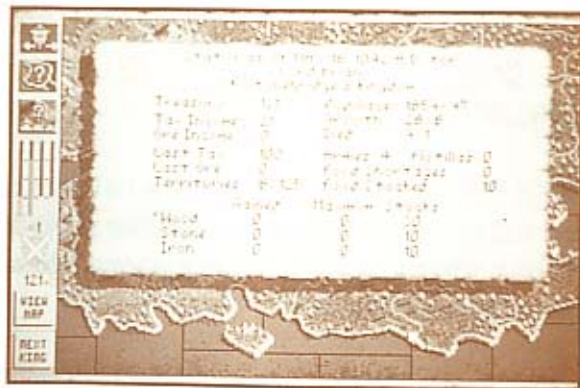
The first thing you will see when the game is loaded is the set-up screen. This shows the details of all the players and allows you to adjust the set up. For the moment we do not need to change anything, so move the pointer over 'CONTINUE' at the bottom of the screen and click the left mouse button. The main game screen will now be displayed and you will be required to identify a territory. Refer to the correct page in the manual and enter the name of the territory.

You now have the option to select a starting position or be assigned one randomly. Click on 'RANDOMIZE'. The computer will assign the starting positions for all kingdoms. You are now ready to start the game.

STEP TWO; MOVING AROUND THE MAP

The first thing you will see is a 'scroll' providing general information about your kingdom. Click the mouse button to clear this and you will see your kingdom on a portion of the game map. The map is divided into sea areas and land territories. The white castle is your home castle and the red standard indicates the presence of

one or more armies. the red blobs in the surrounding territories indicate that you control those territories. On the left hand side of the screen you will see a set of icons which are used to control the game.



Hold the right mouse button down and move the mouse around. The map window will scroll enabling you to explore the map. The left mouse button is used for selecting territories, icons or options from menus. Reposition the map with your kingdom in the centre.

STEP THREE; FEEDING YOUR POPULATION

The first thing you must do each turn is to make sure that your population is fed. A scroll at the bottom of the screen indicates that you are currently in 'food and harvest' mode. Each territory has a population and a number of fields to produce food. When you position the mouse pointer over one of your territories you will see a 'mini-scroll' immediately below the pointer with two symbols on it. The left symbol shows the food situation for the current turn and the right symbol shows the food situation for the next turn. An up-arrow indicates a food surplus, an '=' indicates sufficiency and a down-arrow indicates a food shortage. Move the mouse pointer over each of your territories and look at the left symbol on the mini-scroll. If none of your territories have a shortage you can click on 'continue', skip the rest of this section and go onto step four.

When you find a shortage, click the left mouse button and a scroll will be displayed giving information about the territory. There are two icons next to each other below the text. Click on the right icon. A scroll will appear which will allow you to transfer food from your general stocks to the territory. Click on the left most red arrow and then click on 'continue' when you have transferred all that is needed. Click again to

exit the information scroll repeat the procedure for each territory that has a food shortage. When you have finished click on 'continue' on the 'food and harvest' scroll.

STEP FOUR; HIRING SOLDIERS

When you exit from 'food and harvest' mode you will enter 'territory information' mode. Notice that the 'territory information icon' is highlighted with a red border. When you move the mouse pointer over a territory the mini-scroll beneath it displays the tax revenue gained each turn by controlling the territory. This is an important guide for choosing which territories to conquer next.

Before you move your armies it is a good idea to hire some more soldiers. Click on your home-castle territory. A scroll will appear with three icons below the text. Click on the icon with two little soldiers. A new scroll will appear which will allow you to hire soldiers of varying types and costs. For the moment you will just need some standard swordsmen, so click on the left-pointing red arrow and hold the button down until 40 swordsmen appear in the 'buy' column. Notice that your treasury is depleted accordingly. Click on 'continue' to exit this scroll. These 40 new soldiers become part of the garrison of your home-castle. Click the button to exit the territory information scroll.

STEP FIVE; TRANSFERRING SOLDIERS TO ARMIES

Click on the 'army orders' icon which is on the top left of the screen. Now click on your home-castle territory. A scroll will be displayed showing four icons for each of your armies. Click on army 1 and a list of options is displayed for that army. Click on 'exchange troops + items'. A scroll will be displayed showing the other armies in the territory and the castle. Click on the castle icon on the bottom right of the scroll. You can now transfer soldiers directly from the home castle to army 1 by clicking on the left pointing arrow. Transfer 10 swordsmen across and click on 'continue' to exit, and exit from the 'exchange with ...' scroll (pressing the right mouse button will always allow you to exit from a scroll).

STEP SIX; MOVING YOUR ARMY

You should have the 'Campaign Army 1 Orders' scroll displayed. Now click on 'March' from the order list. You will see some arrows pointing to adjacent territories. When you point to one of these territories a mini-scroll beneath the mouse pointer will show the number of days that it will take to move there. At the start of each game turn an army has fifteen days to spend moving or performing other orders. Move your army by clicking the mouse button over an adjacent territory. Continue

to move into an uncontrolled territory. The army will halt just before it crosses the border, because it is about to invade. Click on 'continue'.

STEP SEVEN; RESOLVING THE BATTLE

Click on the territory you are about to invade. You will be asked whether you wish to resolve the conflict now. Click on 'resolve' and you will be told whether the peasant resistance will be light, medium or heavy. Every uncontrolled territory has a number of peasants defending it. Click the mouse button and the computer will display the combat screen with your forces listed on the left and the defenders on the right. As the battle progresses, losses will be taken by each side, mainly depending on the combat ratio (which is displayed in the centre of the screen). It is unwise to attack at less than 2:1. If, during the battle, you are losing heavily you can click on 'retreat' in order to preserve your forces.

Once the combat is resolved click on 'continue' and the final battle results will be displayed. Click again and you will see your army triumphantly moving into the conquered territory (unless, of course, you lost the battle).

STEP EIGHT; MOVING MORE ARMIES

Repeat steps five to seven for each of your four armies. You should aim to conquer

as much territory as possible in order to gain tax revenue which will enable you to build more forces. Try hiring more soldiers of different types to add to your armies (see TROOP TYPES in the reference section to learn more about soldiers).

STEP NINE; ENDING YOUR TURN

When you have done everything you want to do you must end your turn by clicking on the 'next king' icon on the bottom left of the screen. Before you do this you can click on 'view map' to give you an overall view of the map and your expanding kingdom. When you end your turn you will be asked for confirmation and then the computer controlled kingdoms will execute their turns.

On your next turn you should consider raising more armies and searching for ore. You may need to build a sea port if there is limited room for expansion in your land area. You will also need to start building castles in order to defend your territories. Use the reference section as you continue to play the game.

THE REFERENCE GUIDE

1. THE MAIN MAP ICONS



ARMY ORDERS SCROLL

Allows you to select armies for movement and other actions

TERRITORY INFORMATION SCROLL

Allows you to examine territories and access icons for hiring men, building castles, building seaports, and raising armies.

ORE SEARCH SCROLL

Search for ore in controlled territories.

RAW MATERIALS BARS

Shows stocks of raw materials; red = food, green = wood, yellow = stone, orange = iron. Click on the top half of the bar graph to access the BUY RAW MATERIALS scroll.

Click on the bottom half of the SELL RAW MATERIALS scroll.



RAW MATERIAL MULTIPLIER

This shows the scale of the bar graph. At x1 a full bar represents 40 units, at x2 a full bar represents 80 units, and so on.

CURRENT KINGDOMS CREST

Shows the kingdom information scroll.

AMOUNT OF GOLD IN TREASURY.

VIEW MAP ICON

Shows an overhead view of the entire map.

NEXT KING ICON

Allows current kingdom to end turn.

2. GAME SET UP

2.1 PLAYER NAMES

Use the delete key and keyboard to alter names and titles of the players. Hit return when you have finished editing a name.

2.2 TERRITORIES TO WIN

Clicking the left or right mouse button on the number below a players title will alter its value. This represents the number of territories required to win the game.

2.3 HUMAN/COMPUTER/OFF

Each kingdom can be human or computer controlled. If the kingdom is turned off then it will not appear in the game.

2.4 THE COMPUTER OPPONENT

All computer controlled kingdoms are Viking marauders using different tactics to human kingdoms. They will attempt to expand and attack as fast as possible without resorting to defensive strategies. It is up to human players to use a more constructive approach to outwitting the computer player.

2.5 DIFFICULTY LEVEL

On the game set up screen the difficulty level by clicking on it. This level indicates the toughness of the computer controlled kingdoms along with the starting gold and number of armies for each human player. The higher the rating the tougher the computer kings play and the more territories, gold, men and armies they start with.

3. GAME FEATURES

3.1 SAVING AND LOADING A GAME

During any part of a players turn, a game may be saved or loaded. To save a game, hit the S key and to load a previously saved game hit the L key. For the moment the

original Viking disk must be left in to bring up a file selector so you would be well advised to write-protect the game disk to prevent accidental corruption of your game disk.

IMPORTANT; When saving a game never save onto your game disk, always use a blank formatted disk.

When the file selector appears insert your blank formatted disk into drive DFO (the standard drive of your Amiga), then click on the TEXT DFO on the right side of the file selector. This will bring up the names of any previously saved games and will show them at the left of the file selector. To save a game into a new file just type the name you wish to use and press return. To save over an old game use the mouse to click on the name in the file and press return. After it has finished saving you will be requested to insert your original disk in the drive. To load a game press L and follow the above instructions, clicking on the name of the game you wish to load.

3.2 CHANGING CONTROL OF THE PLAYERS

If a player wants to leave or join a game in progress then hit the C key and follow the instructions on the scrolls that appear.

3.3 NEW GAME

A new game may be started at any time by hitting the N key and selecting 'new game' from the scroll that appears.

4. FOOD AND HARVEST

4.1 THE FOOD STATUS MINI-SCROLL

At the start of each turn the player can solve food shortages in the kingdom. When the mouse pointer moved over a controlled territory a mini-scroll will be displayed as follows:

Food Status Mini Scroll



Current = Left Side

Harvest = Right Side

▲ Surplus

▼ Shortage!

= Enough

The left symbol indicates the food status for the current turn. The right symbol indicates the harvest for next turn.

4.2 SOLVING SHORTAGES

When you click on a controlled territory the territory information scroll (see part 5) will be shown with two special icons.



This icon allows you to clear more land for fields at a cost of 10 gold per field. There is a limit to the number of new fields that can be cleared in one turn. If the information on the scroll says 'can farm? more fields' then the population will immediately be able to farm more fields if they are created.



If the populace does not have enough food for the current turn then this icon will allow you to transfer food from your food stocks into the territory (food stocks are built up from surpluses in territories).

5. THE TERRITORY INFORMATION SCROLL



5.1 The top left of the scroll shows the territories name and the owning kingdom (or peasants if no kingdom).

5.2 TAXES: The tax revenue per turn for controlling the territory. Each turn the total of all tax revenues from each controlled territory is added to the kingdoms treasury. The tax revenue received each turn will be half that displayed. As the number displayed on the scroll represents a months value, each turn represents 15 days.

- 5.3 **STRONGHOLD:** The type of castle (if any) in the territory.
- 5.4 **CURRENT:** The current food situation (enough, shortage or surplus).
- 5.5 **HARVEST:** The food situation for the next turn.
- 5.6 **STOCKS:** Amount of surplus food accumulated.
- 5.7 **GARRISON/PATROL:** Number of men in garrison (if a castle is present) or number of men on patrol.
- 5.8 **NEW:** Maximum number of men which can be hired and trained in this territory in one turn. Also corresponds to the maximum number of new terrain alterations that can be actioned this turn.
- 5.9 **TERRAIN:** The terrain type of the territory.
- 5.10 **POPULACE:** The total population of the territory and to the right of the slash the number of hireable men from that territory.
- 5.11 **GROWTH:** The growth in population of the territory each turn, and to the

right of the slash the growth in the number of hireable men.

5.12 **DIED:** The population that died last turn and to the right of the slash the number of hireable men that died.

5.13 **LAND:** The territory is either a homeland (owned by a kingdom) or peasant owned.

5.14 **NOTES:** The following information may be displayed.

'Can farm ? more fields' - the populace may farm more fields if they are cleared.

'Harvesting at a maximum' - the populace is harvesting all the fields cleared.

'?fields not in use yet' - the populace is not large enough to farm and harvest all the crop fields available for use.

'you have ? armies with 7 men here' - the number of armies and the total number of soldiers in them.

5.15 TERRITORY INFORMATION ICONS



6.2 SELECTING AN ARMY



6. ARMIES

6.1 WHAT ARE ARMIES FOR?

Campaign armies are used to invade neighbouring territories and do battle with its peasant or enemy kingdom defenders in an attempt to expand the domain of each kingdom. When a new game is started each kingdom starts with a number of armies, but new armies can be raised (see 6.9).

When you click on the army orders icon and then click on a territory containing one of your armies then you enter the 'select campaign army' scroll. Each army has its own icon and the number of days left that the army has to spend on army actions.

A fatigued army will have one or more yellow dots on its icon to indicate the level of fatigue. Click on an army icon to display the army orders scroll.

6.3 THE ARMY ORDERS SCROLL



The following information about an army is displayed:

MEN: The number of soldiers in the army

CAT: The number of catapults in the army

FTG: The level of fatigue

DAYS: The number of days left for movement etc.

below this information is a menu of army orders, explained below.

6.4 MARCH

A mini-scroll beneath the mouse pointer will indicate the number of days required to enter an adjacent territory. The large scroll displays information about the adjacent territory and the army. The arrows point to each adjacent territory. The colours of the arrows show the following:-

- Green - Friendly territory, movement possible
- Red - Enemy territory, invasion only possible
- Yellow - There are not enough days remaining to move into this territory.
- Flashing - current territory the pointer is over

In order to move simply click on an adjacent territory. If the territory is enemy controlled then the army will halt at the border in preparation for invasion. Click on 'continue' to exit the army orders scroll.

6.5 MOVEMENT COSTS

Each army has fifteen days to use as needed. Moving an army into an enemy territory is an invasion and takes more time than moving to a friendly territory.

DAYS USED PER MOVEMENT

TERRAIN TYPE	FRIENDLY	ENEMY (INVASION)
Grassland	3	6
Light Woods	4	7
Dense Forest	4	7
Rolling Hills	5	8
Foothills	5	8
Mountains	6	9

6.6 FORCED MARCH

This is the same as march except that the cost of moving to an adjacent territory is reduced by one day. In addition the army becomes more fatigued each time it uses forced marching.

6.7 EXCHANGE TROOPS + ITEMS



You can move soldiers between the army and other armies or garrisons/patrols. Click on an army icon to exchange with an army or click on the icon on the bottom right to exchange with the garrison or patrol. The computer will equalise the number of days remaining before any exchange begins. It costs one day to exchange items. The 'exchange troops + items' scroll contains two columns: the left column is your army and the right column is the patrol/garrison/army you are exchanging with. Click on the red arrows to transfer troops of all types and click on 'continue' to exit.

6.8 MAKE CAMP AND REST

This allows an army to rest for one day to recover from fatigue. If an army is severely fatigued then several days rest will be needed to recover completely.

6.9 ARMY STATUS

This option lists the morale, fatigue and composition of the army.

6.10 RAISING NEW ARMIES

In order to raise a new army you need 30 gold, 1 iron unit and 11 hireable men. Enter the 'territory information' scroll and click on the 'new army' icon. Select an icon from the list and the new army will appear at the start of your next turn.

6.11 TROOP TYPES

Each type of soldier has different capabilities and costs. Apart from gold some units need wood and iron to build.

SWORDSMAN: These are the basic troops which often form the majority of any army.

ARCHER: Archers stay in the rear of a battle and are not attacked by enemy ground troops in a field battle until all other ground forces are eliminated. In defending a

castle archers are used high on the battlements to protect the walls from attack and are not easily hit by enemy missile shots in this position. Archers get two arrow shots per attack.

CROSSBOWMAN: Crossbowmen get a single shot per attack but the chance of hitting is greater than an archers. They also are not attacked in a field battle until all of their ground forces are eliminated. They are the only troop type along with archers that defend castle walls against enemy attack.

PIKEMEN: Pikemen are 50% better than swordsmen in defence situations, but poor in offensive ones. They are primarily used in defending castles or critical positions.

FOOT KNIGHTS: Foot Knights are good in both defensive and offensive situations. They get two attacks per turn and require two hits to be taken out of action.

MOUNTED KNIGHTS: Mounted knights are also good in both defensive and offensive situations, but fight about 50% better than foot knights. Mounted knights do not fight well in dense forest or mountains. They require two hits to be taken out of action and get two attacks per turn.

CHAMPIONS: Champions are the elite knights of a kingdom and take a large sum of gold and iron to train and equip them in the art of medieval warfare. They wear the best of the light armour available and fight very well in all situations except for open grassland. They fight roughly 100% better than foot or mounted knights and have the same benefits as them.

BARON: A baron is the leader of an army and does not fight. You do not hire and train barons as such, but every time you raise an army a baron becomes its leader. Barons are not used in any way except for moving armies by flotilla.

COSTS TO HIRE AND TRAIN OR BUILD ITEMS

TROOP TYPE	GOLD	WOOD	IRON
Swordsman	1	-	-
Archer	3	1	-
Crossbowman	2	1	-
Pikeman	2	1	-
Knight	6	1	1
Mounted Knight	7	1	1
Champion	12	1	1
Catapult	18	5	2

7. BATTLES

7.1 INSTIGATING A BATTLE

To invade a territory select an army and march it into the enemy territory. More than one army can be used for an invasion and can attack from other directions that are adjacent to the enemy territory. To resolve the battle exit from the army orders scroll and click on the territory being invaded.

human) a joystick is used in the second port and by pushing in the direction that corresponds to the arrows shown on the right side of the scroll. When the arrow is white, clicking the joystick button will change the status of that corresponding troop type to IN or OUT of battle.

7.4 RETREATING FROM COMBAT

If you are attacking click on the left hand 'retreat' in order to retreat from battle. If you are defending use the right hand 'retreat'. When a human player is attacking a human player the defender can retreat by moving the joystick to the top left position and pressing the button. The defender then moves the joystick left or right to either confirm or cancel the retreat option. The mouse is then used to click on 'continue'. When soldiers are wounded they are withdrawn from the battle but they will live to fight another day. At the end of the battle any wounded soldiers (or any other soldiers if you have selected the retreat option) must select a friendly controlled adjacent territory to retreat into. If no such territory exists then retreat will not be allowed and wounded soldiers are lost forever.

8. CASTLES

8.1 WHAT ARE CASTLES FOR?

Castles are not only used to defend territories but they directly control the amount

and type of troops that can be hired and trained. They also exert influence into the territory they occupy and possibly adjacent territories which will benefit friendly troops in battle.

8.2 CASTLE TYPES

There are five types, or levels, of castles: tower outposts, keeps, small castles, large castle and home castles. One castle can be built in home territories (except for home castles, you only get the one you start with). Each level must be completed before the next one is built (e.g. a tower outpost is being built and will take two turns; a keep may not be started until the tower outpost is completed). As you improve a castle its influence, number of soldiers hireable, number of troop types, population growth and the size and thickness of the outer wall are all increased. In addition if the completed castle is a large castle the ability to create a new army is added.

8.3 BUILDING A CASTLE

Select the territory information scroll and click on the castle icon on the bottom left. The 'improve/repair stronghold' scroll will give details of the castle type, the damage sustained to an existing stronghold and the costs (in terms of gold, wood, stone and iron) to improve the level of the stronghold. Click on 'improve' and the scroll will indicate how many turns it will take to build the improvement.

8.4 OCCUPIED CASTLES

A castle that is captured from another kingdom is limited in the number of new items that can be built from it. It takes a few turns for the castle to return to its full number of new items that can be built from it.

BUILDABLE OCCUPIED CASTLE ITEMS

STRUCTURE TYPE	NUMBER OF NEW CASTLE ITEMS
----------------	----------------------------

Unimproved land	2
Cleared land	2
Tower outpost	1
Keep	2
Small castle	4
Large castle	8
Home castle	14

8.5 BATTLES AND BUILDING CASTLES

When constructing a castle be careful where it is built. If a battle occurs in a territory where a castle is under construction, no construction takes place that turn.

8.6 SIEGES



To seize a territory with a castle in it, the castle walls must first be breached to allow the invaders to enter and do battle with its inhabitants. To accomplish this, at least one army that is invading a castle (which has no walls damaged) must have at least one catapult, but preferably more. An army may attack a castle with walls which are already damaged, although the more damaged the walls are the better the army will fight. The catapults will automatically breach all the walls if there are no defending archers or crossbowmen.

When a siege has begun the castle siege scroll is shown with the number of catapults displayed along the top and their efficiency rating (which begins at 100%). The attacking archers and crossbowmen are displayed in a column on the left and the defending archers and crossbowmen are on the right. The catapults will steadily attack the wall reducing the wall strength. When wall strength is reduced to zero then one wall section has been destroyed. Meanwhile the defending archers and crossbowmen will continually attack the catapults reducing their efficiency. The archers and crossbowmen of the invading army will continually attack the defending archers and crossbowmen. If the efficiency of all catapults is reduced to zero and no wall sections have been breached then the siege has failed. If all defending archers and crossbowmen are killed then all the walls are breached and the invading forces can storm the castle.

If at least one wall section is breached then the invaders can storm the castle, but their efficiency will be reduced depending on the number of wall sections remaining. The efficiency is expressed as a percentage of the armies strength on the siege scroll.

When all walls have been breached or the castle is stormed then a normal battle will occur with the battle scroll displayed.

8.7 REPAIRING CASTLES

If one or more wall sections have been destroyed you can repair a castle by accessing the territory information scroll and clicking on 'repair'. This will require an amount of gold dependant on the extent of the damage.

8.7 CASTLE INFLUENCE

Castle influence benefits friendly armies in combat if they are in the same territory as the castle or adjacent to it. Castle influence extends into adjacent territories to a lesser degree than its own territory. The size of the castle determines the amount of influence e.g., a tower outpost has 'fair' influence but a home castle has 'great' influence. Influence is cumulative i.e., more than one castle may contribute influence to a particular territory.

8.8 CASTLE CHARACTERISTICS

Structure	Construction Costs				Turns to Finish	# New Items*	When Completed			Additional New Items
	Gold	Wood	Stone	Iron			Create Army	# of Wall Sections	Damage to Breach**	
NONE	-	-	-	-	-	1	NO	-	-	-
CLEARED LAND	10	-	-	-	1	2	NO	-	-	-
TOWER OUTPOST	15	10	10	5	2	8	NO	4	8	-
KEEP	20	10	12	5	2	15	NO	8	12	Knights & Champions
SMALL CASTLE	20	12	12	8	2	25	NO	12	18	Catapults
LARGE CASTLE	20	12	15	8	2	40	YES	16	20	All
HOME CASTLE	-	-	-	-	-	Unlimited	YES	20	25	All

* * New Items If an enemy castle is seized, the maximum number of new items is lowered and over the next few turns returns to its maximum amount.

** Damage to Breach is per wall section

Notes: Home castles are not buildable. Only one exists per kingdom and that is gained at the start of a game. For each castle level built in a territory, that territory's tax income is increased by one gold.

9. SEAFARING

9.1. SEAPORTS

Travelling by sea is essential in order to conquer islands and territories overseas. In

order to do this you must build at least one port. A port costs 40 gold, 20 wood units and 15 stone units to build. For each of the first five seaports constructed a flotilla (see 9.3) is also created with one ship (a Galley). A seaport takes two turns to build and must be built in a territory next to a sea space.

9.2 BUILDING A SEAPORT

Click on the territory information icon and click on the territory in which to build the seaport. Click on the castle icon on the bottom left. Click on 'seaport' and then click on an adjacent sea territory. The territory information scroll will now indicate that the seaport will appear in two turns.

9.3 FLOTILLAS

Flotillas are the seagoing equivalent of armies and are composed of one or more ships. New ships can be built at a port and transferred to a flotilla (see 9.4). In order to select a flotilla click on the sea area containing the flotilla and select the flotilla icon.

9.4 LOADING AND UNLOADING TROOPS

Click on the army orders scroll and click on the flotilla. Click on the Flotilla icon from the 'select flotilla' scroll. Now click on the adjacent land territory that you wish to load men from. Click on '(UN)load Troops + Items' and then select the army, gar-

rison or patrol you wish to exchange with. Click on the arrows to exchange troops and items. If you have exchanged troops with an army you will then be asked whether you want to load the armies' baron onto the flotilla. This will be necessary if you wish to unload an army at the destination as opposed to unloading troops into the patrol or garrison in an area.

9.5 UNLOADING AN ARMY INTO FRIENDLY TERRITORY

Select a flotilla and click on an adjacent friendly territory. Click on the 'Create Army + Unload' option and the army will unload. You can then transfer men from the flotilla to the newly unloaded army.

9.6 INVADING FROM SEA

Select a flotilla and click on an adjacent enemy territory. Click on the 'Invade With Baron' option and then transfer troops from the flotilla to the invading army. Combat will be resolved as normal except that if you retreat your army will be eliminated.

9.7 BUILDING NEW SHIPS

Select the territory information scroll and click on the land territory adjacent to the port. Click on the ships icon and the ship buying scroll will be displayed. There are three types of ship available: each has a carrying capacity (in terms of weight) and a

cost involving gold, wood and iron.

SHIP COST AND CAPACITY

TYPE	WEIGHT	GOLD	WOOD	IRON
Galley	50	50	12	4
Barque	100	100	20	8
Man-o-War	200	150	30	12

9.8 DAYS USED FOR FLOTILLA OPTIONS

The amount of days for loading, unloading or invading depends on the terrain type and if there is a seaport in the territory. If a port is present then only one day is needed to load or unload, otherwise three days are needed. Movement of flotillas from sea space to sea space takes three days.

10 RAW MATERIALS

10.1 PRODUCING RAW MATERIALS

There are three basic raw materials which are used to produce soldier, catapults, ships, ports and castles. These are wood, stone and iron. Some territories produce

wood or stone, as indicated on the territory information scroll on the bottom right. This production is added to your stocks each turn. In order to produce iron you will have to search for ore (see 11.2). Food stocks are built up through food surpluses produced by the population in a territory. Food stocks can be sold (see 10.2) or used to alleviate shortages (see 4.2).

10.2 SELLING RAW MATERIALS

Click on the lower half of the raw materials graph to display a scroll. Click on the arrows to sell units of each raw material. Be careful not to sell too much which could prevent you from buying other items which need raw materials.

10.3 BUYING RAW MATERIALS

Click on the top half of the raw materials bar. You can buy any amount of raw materials within the limits of your treasury. This is an expensive option because the buying price is twice as much as the selling price.

11. MINES AND ORE DEPOSITS

11.1 THE USES OF ORE

Finding a gold or silver deposit may bring a larger amount of income than the tax income of the territory it is located in. One unit of gold ore or two units of silver ore

are equivalent to one unit of gold in your treasury. In addition iron is expensive if bought on the open market. If you find an iron deposit you will have your own source of iron which is needed for castles, ports, ships, siege weapons and some troop types.

11.2 SEARCHING FOR ORE

Ore can only be found in territories that you control which have rolling hills, foot hills or mountainous terrain. The largest deposits are generally found in the mountains. In order to search for ore click on the ore search icon on the left of the screen and click on the territory you wish to search. A mini-scroll will show the ore search status of each territory (see 11.4). Select 'search' from the ore deposit search scroll. You will be informed if any ore has been found and a little mine symbol will appear in the territory. Click on 'continue' to exit the ore search mode.

11.3 NUMBER AND COST OF AN ORE SEARCH

You can search a particular territory for ore four times in total but only a maximum of once per turn. During your turn you can search any number of different territo-

ries. The cost of each ore search depends on the difficulty of the terrain; mountainous territories cost 5 gold and foot hills or rolling hills costs 3 gold to search. The second search in a particular territory will stand a greater chance than the first, and the third time greater than the second. By the time you conduct the fourth search

you will automatically find the ore if there is any there.

11.4 THE ORE SEARCH MINI-SCROLL

When the pointer is over any territory the mini-scroll can display one of five different messages:

ENEMY; means that nothing is known about this territory.

#SEARCHES; means this terrain is the correct type for a mine and shows the number of searches so far.

MINE TYPE; shows the ore type and the amount that was mined last turn. If the amount mined was lower than the maximum the amount is shown in red.

NO ORE XX (RED XX); signifies that this is not the correct type of land for a mine and no searching is possible. When the XX is green this shows that the territory is newly conquered land and cannot be searched this turn.

NO ORE YET; This is displayed if a territory has already been searched this turn no ore was found, but might still be found on a later search.

11.5 ORE DEPOSITS THAT RUN OUT

When an ore deposit runs out all you need to do is search the territory one more time and a new deposit will be discovered. However this deposit may not be the

same type as the previous one.

12. HOMELAND INFLUENCE

The one other type of influence is homeland influence. Homeland, influence is added to any castle influence there might be (see 8.7). A territory is categorised as either HOMELAND, OCCUPIED OR PEASANT.

12.1 PEASANT LAND

This is land unoccupied by any kingdom, but does contain an independent peasant force hostile to all kingdoms.

12.2 HOMELAND TERRITORY

Homeland territory is a kingdom's land which was first part of the original kingdom or land in which that kingdom was the first to conquer it from the peasants.

12.3 OCCUPIED LAND

This is territory conquered from another kingdom. The population of the territory still remain fairly loyal to their original kingdom and a fair influence will be given to armies of the original kingdom if they attempt to regain control.

Enter Territory name
EXACTLY as it appears.



Cornwall

East Riding

Carmarthen



Cumberland

Northumberland

Mendip

Saddle

Wight



Inverness

Dumfries

Ballater

Dumbarton



Hekla

Perth

Holsos

Kerry



Spalding

Armagh

Moray

Kureyri

T 1



Cheshire

Carnarvon

Kincardine

Monmouth



Crossmolina

Monaghan

Aigard

Longford



Cavan

Kibbenny

Galway



Grantham

Wetherby

Glamorgan



Warrington

Banff

Sutherland



Norfolk

Hereford

Waterford



Cromarty



Middleham



Derby



Oxford



Swaffham



Banbury



Surrey



Sussex



Lanark



Worcester



Ashford



Torridan



Ormskirk



Roscommon



Torrington



Southampton



Kirkcudbright



Stafford

T 3



Ayr



Essex



Newcastle



Sanquhar



Aberdeen



Nes



Rotherham



Radnor



Limerick



Myrdal



Westmoreland



Cambridge



Windsor



Cork



Seydlfordur



Mull



Shropshire



Merloneth



Hofa Jokul



Stromo



Newry



Vestagder

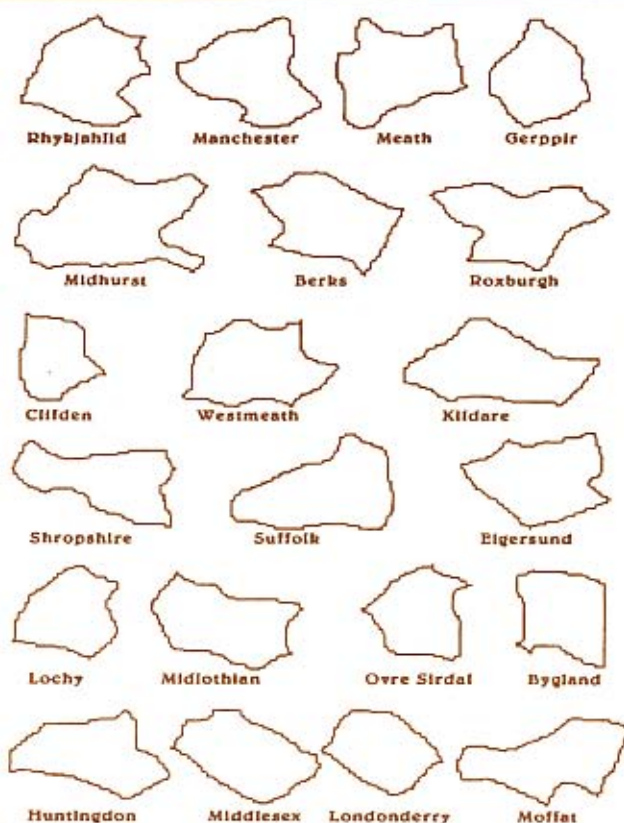
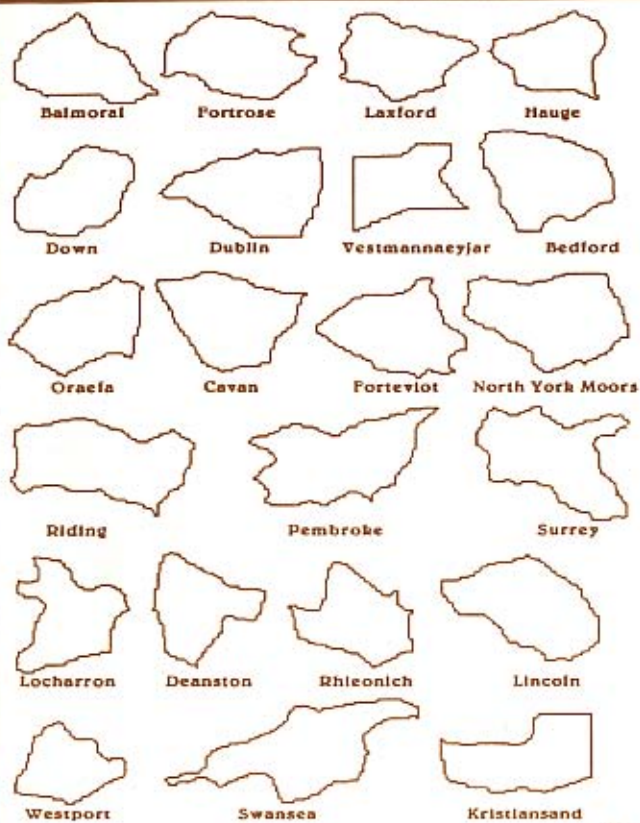


Permanagh



Peeble

W 4



T 5



T 7



T 8



Somerset

Digrares

Wilts



Ardahan

Swineford

Islay

Pennine



Ardal

Stavanger

Antrim

Sand



Honiton

Donegal

North Lewis



South Shetland

Rogaland

Prestholer

Haugesund



Anglesey

Inveraray

Argyll

Kent



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